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IN THE CLAIMS:

Claims 1-7 (canceled).

Claim 8 (currently amended): A method for generating/displaying a plane shape, comprising the steps of:

setting an equivalent normal line with a tangent plane in each vertex of a polygonal triangle shape plane patch which is a basic form necessary for generating/displaying a shape, and setting a tangent line by decomposing said set normal line in a predetermined direction on an equivalent tangent plane; and

specifying [[a]] another tangent line at a position where [[an]] another equivalent normal line with a new tangent plane between two corresponding vertexes of said triangle shape plane patch and in a direction which is concerned with based upon said two corresponding vertexes.

Claim 9 (currently amended): A method for generating/displaying a plane shape, said method comprising setting, at a specified position, an equivalent normal line [[with]] to a tangent plane in each vertex of a triangle shape plane patch based on a predetermined normal line and on a specified position information.

Claim 10 (currently amended): A method for generating/displaying a plane shape, said method comprising setting, at a specified position, an equivalent normal line [[with]] to a tangent plane in each vertex of a triangle shaped plane patch based on a predetermined normal line and a specified position information.

Claim 11 (currently amended): The method for generating/displaying a plane shape according to claim 9 or 10, wherein:

vertexes on which said predetermined normal line exists are combined;

a normal line existing at each predetermined vertex of a triangle shape plane patch is decomposed on an equivalent tangent surface; and

a normal line at a position where an equivalent normal line with a new tangent plane between two vertexes is set and in a direction which is ~~concerned with~~ based upon two specified corresponding vertexes is specified.

Claim 12 (currently amended): The method for generating/displaying a plane shape according to claim 8, wherein

vertexes on which a predetermined normal line exists are combined until a required shape generating/displaying accuracy is reached;

a normal line existing at each predetermined vertex is decomposed on an equivalent tangent surface;

~~steps of specifying~~ a normal line is specified at a position where a normal line equivalent with a new tangent plane between two vertexes is set and in a direction which is ~~concerned with~~ based upon said two corresponding vertexes is repeated; and

[[thus]] thereby generating and displaying a desired shape ~~of desire~~.

Claim 13 (currently amended): A system for generating/displaying a plane shape, comprising a means for choosing a [[basic]] triangle patch that possesses a normal line in each one of ~~basic patches~~ said vertexes of said triangle patch that constitutes a polyhedron; wherein

~~a basic~~ for said triangle patch that is chosen, vertexes on which said predetermined normal line exists are combined until a required shape generating/displaying accuracy is reached; vertex is decomposed on an equivalent tangent surface;

a normal line existing at each predetermined vertex is decomposed on an equivalent tangent surface;

~~steps of specifying~~ a normal line is specified at a position where an equivalent normal line with a new tangent plane between two vertexes is set and in a direction which is concerned with two corresponding vertexes is repeated; and

an operation for generating and displaying a desired shape ~~of desire~~ is controlled reflexively and sequentially;

[[thus]] thereby generating/displaying a desired shape ~~of desire~~.

Claim 14 (currently amended): A recording medium for a program for generating/displaying a plane shape comprising a means for choosing a ~~[[basic]]~~ triangle patch that possesses a normal line in each one of ~~basic-patches~~ vertices of said triangle patch that constitutes a polyhedron; wherein

for a ~~[[basic]]~~ said triangle patch that is chosen, vertexes on which said predetermined normal line exists are combined until a required shape generating/displaying accuracy is reached;

a normal line existing at each predetermined vertex is decomposed on a equivalent tangent surface;

~~steps of specifying~~ a normal line is specified at a position where an equivalent normal line with a new tangent plane between two vertexes is set and in a direction which is ~~concerned with~~ based upon said two corresponding vertexes is repeated; and

an operation for generating and displaying a desired shape ~~of desire~~ is controlled reflexively and sequentially;

~~[[thus]]~~ thereby generating/displaying a desired shape ~~of desire~~.